

Tashua Knolls Golf Course Comprehensive Pace of Play Proposal

Preface

The proposal on page 2 is based on the following:

- A. Books and articles on pace of play
- B. USGA website
- C. Other websites devoted to pace of play
- D. Observations of conditions at Tashua
- E. Observations of practices at many courses throughout CT, SC & FL.

Tashua Knolls is a wonderful course and the management and staff is second to none. This proposal is not intended as a criticism of management or staff. It is merely an attempt to make a great course even better and above all, more enjoyable. We have all experienced long playing times at some time or other.

Over the years, I have heard repeatedly from people who are not regulars at Tashua that they either have experienced or have heard from others about slow play at Tashua. This proposal attempts to try to change this reputation

Points To Consider

The sources I consulted all had a common thread. While the slow golfer is obviously a problem, most pace of play problems are the result of the following:

- A. Sequencing of holes-distances from green to tee...Tashua gets an “A”
- B. Cart policies...again no problem at Tashua
- C. Yardage markers-golfers may be left to wonder and wander...again Tashua gets an “A”
We need to maintain the visibility of the other markers.
- D. Blind Holes ...not a big problem here, but some guidance would be helpful on holes where the green is not visible from the tee.
- E. Regulating natural and rough areas...not a big problem here, the proposal addresses a few of these areas.
- F. Timid Rangers—must have the backing of management and the Golf Commission. Here is where the most progress can be made. See “Time Par” card system in the proposal.

Final Thoughts

Success in the fight against slow play cannot be left to the golfer seeing “the light” and voluntarily picking up the pace. It must be a team effort involving everyone on the staff, committed on a daily basis.

As for the slow golfer, at least one group must be playing slowly to cause a backup. The answer is not just “volume”. Simply find the slow group and move it along. Hopefully, the following proposal can help.

We should not be afraid of offending slow players. KEEP IN MIND—THEY ARE RUINING THE DAY'S ENJOYMENT FOR ALL OF THE GROUPS STACKED UP BEHIND THEM!

I. Recommendations for course setup

Responsibility: Director of Golf Course Properties and Green Committee.

To be completed as possible over this season.

- A. Clear leaves and other loose impediments in certain areas to decrease ball search times.
- B. Modify height of rough on certain holes to help keep some balls from rolling all the way down the hill into leaves or brush. (ex. #12)
- C. Provide easily visible yardage markers, provide guidance on “blind shots” (ex. #2,5,9 etc.) and check sprinkler heads for missing numbers.
- D. Signage or lines painted on cart paths showing best places to park carts around greens to promote walking off the back of the green.
- E. Monuments, ball washers, waste bins and card/pencil boxes should be located next to each other at each hole—one stop.
- F. Water stations should be located in places easily accessible to all tees on that hole. (consider moving station on #5 –golfers have to go out of their way or stop on the way to their second shot.)

II. Implementation of Pace of Play Card system

Responsibility: Director of Golf and Pace of Play Committee.

To be implemented this year as soon as materials can be acquired and staff trained.

- A. Version of USGA “Time Par” system—cut play time by at least 30 minutes at every course.
- B. Plastic cards with tee time and times golfers should be at each hole. See accompanying sheet. No computing necessary--”makes every golfer a ranger”
- C. Ranger master list—easily identifies groups playing slowly or out of position. See accompanying sheet.
- D. Card in carts explaining procedure.

III. Ranger Training Program

Responsibility: Director of Golf and Pace of Play committee.

To be instituted as soon as materials are acquired.

- A. Change title of Ranger to Player Assistant. Purchase “PLAYER ASSISTANT” signs for their carts.
- B. Player Assistants must be formally trained with “people skills” to be polite, firm and insistent on proper pace of play.
- C. It is recommended that a mutually agreed upon “elevator” or standard speech be drawn up to be used when approaching slow groups.